CONQUERING WORLDS ™

by
Walter
Hochbrueckner

Unite the galaxy by conquering 32 star systems and their planets! On-screen commands let you select the worlds to attack, control or avoid. A strategy game with high action!

INTRODUCTION

It is the year 2517 A.D. Man and other creatures have been traveling the stars for two centuries, but until now they have ignored the existence of other civilizations and avoided contact with other life forms.

No more! Stimulated to war by other civilizations, the galaxy is on red alert and all stars with habitable planets must beware.

Somewhere in the galaxy lurk robot successors to a once mighty but extinct race. These pseudo-life forms are also fighting for survival and will destroy you if given the chance.

SIMULATION OVERVIEW

As the supreme commander of your civilization you must capture planets which are free from control and conquer those controlled by your opponents. You must set your defenses to fend off attach, prepare and launch attacks or move your civilization to areas in the galaxy which are less vulnerable. You control the fleets of ships which can accomplish this and much more.

Your ships can travel by impulse or warp power. Impulse can only be used safely when traveling from planet to planet. Warp power is only safe during intersteller travel. Space travel is complex, and not without its dangers. Thus, your ship's on-board computer is your constant and most reliable companion. Such mundane chores as monitoring the ship's energy, plotting star courses, and adjusting laser beam strength, are delegated to the computer. Your planning and the implementation of these plans are your functions as Supreme Commander.

This hi-res, real-time simulation is a stretegic and tactical game requiring guile, speed of hand, and keen insight into the nature of your opponents.

Because the nature and structure of the galaxy changes each time the simulation is run, the strategic possibilities are endless.

When the simulation begins, your civilization controls only one planet of a particular star. The computer displays a representation of the star system and the relative motions of planets over a period of time (6 months of sidereal time per move, per planet).

The computer also indicates the time you have left for your turn (120 months) and other important information including the results of previous actions.

On command, the computer will display the current status of the star system where you are located, the local galaxy map, the global galaxy map (as far as the screen will permit) as well as visually display your battles with other life forces or robot forces.

Operating Within the Galaxy

MOVING SHIPS

After selecting a direction or planet to move to, ships are moved by command request. That is, your base (present location) changes depending on whether the command request is a transfer, absolute, or conditional command.

A transfer command moves just the ships you select. The base will not change.

An absolute command moves the number of ships selected and changes your base to the new destination.

A conditional command moves the ships selected but determines whether the moving ships are greater than or equal to the number of ships remaining at the original base. If so, the base changes. If not, the base stays the same.

A conditional command which results in a battle, compares the number of ships surviving the encounter to the number of ships remaining at your base. This is, of course, the case only if the attack was successful.

INTERPLANETARY TRAVEL

Trying to travel from planet to planet, or attempting to travel too great a distance using impulse engines or the gravitational forces of other planets, or of the star itself or both, may prevent you from traveling to that planet.

WARP DIRECTIONS

Computer scanners and navigation equipment are set to scan in six general areas. When warp traveling, the first star system detected in that general direction will automatically shut down the warp engines and calculate the trajectpry to establish orbit around the planet closest to you. Therefore, what planet you land on is rather unpredictable. You could land smack in the middle of an opponent's battle fleet.

BASE LOSS

If, your base was captured by an opponent during an attack you can always teleport to a new planet where ships under your control are located. Of course, if you don't control any other planets you will be captured and out of the game. Teleportation is under the computer's control, and the computer will calculate the safest location.

END OF THE GAME

The end of the game occurs when either all opponents are destroyed or all the planets have been captured, depending on the level of difficulty you selected at the beginning of the simulation. In either case, a score is calculated and saved to the disk as a file labelled with the winner's name.

SIMULATION STRATEGIES

A winning strategy could be to capture a star system as soon as possible. This will enable you to build ships at a greater rate at the beginning of each turn. On the other hand, you might want to investigate other star systems. With this method, you can very quickly learn the most advantageous stars in terms of galactic position and your opponent's location. But, so do your opponents. Of course, it is to your positional, offensive and defensive advantage to disrupt the complete control of a star system by an opponent for these very same reasons.

The galactic position of your forces can be very important. Sometimes a cul-de-sac far from the galactic center of activity can be discovered by careful investigation and map interpretation. Conquering such a star system or group of star systems can be quite a formidable task for your opponents and a steady source of battle ships for you. That is, provided the entrance to the cul-de-sac is adequately fortified. However, if the cul-de-sac is relatively small, the possibility of becoming entrapped is even greater.

Control of a star system, considered to be a galactic crossroad, also has its advantages and disadvantages. You control who goes where and have greater flexibility in terms of where you can attack or who you can capture and, most importantly, you have the capability of entrapping an opponent. The disadvantage is that a great deal of battles will be fought to gain control of the right-of-way. Thus, a great number of ships must be nearby so that destroyed ships can be replenished.

A stratagem for conquering an opponent would be to attack, conquer and fortify a target star system, moving on only when the star system falls under your complete control and you are securely established in a position to attack without damaging your defensive posture.

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BEGINNING THE SIMULATION

You will be prompted for information when necessary, most requests are pretty straight-forward. Almost all requests list options to choose from and require just a single keystroke response. The command and arcade screens are the exceptions. (They don't list options.)

In most instances, <ESC> will return you from a particular request and <RETURN> most often will assume you want the default value—usually found flashing after the request.

If at any time you are not sure what to key, try it! Try various things. You can't hurt the computer or the game. If the response isn't acceptable, the computer will tell you so or, at the very least, ignore you.

You can use the space bar, back space key, and the RETURN key when entering the number of stars, or ships or the name of a player.

REQUESTS

This simulation allows you to play in a galaxy of 4 to 32 star systems where each star has 2 to 8 planets in orbit. Each planet has a limited number of minerals to be extracted. At the beginning of each player's turn (10 years elapsed game time) those resources are used to construct new ships. More materials can be extracted from the star and used for shipbuilding if the star system is completely under your control, i.e. you control all planets.

If you want the robot race to play, respond with a yes when asked if the computer is playing. The supreme commander of the robot forces is called "CITON." It will automatically select its own course of action and strategy.

After all players are satisfied with the way their names are spelled, the color they've chosen, etc, the galaxy, stars, planets, and ships are built. A player is randomly chosen to start the game. The computer displays the original star system, sets the timer, and waits for a command. When played on the high level, the computer waits 12 minutes before it begins to decrement the timer, otherwise it will wait for a valid command to be entered.

GAME PADDLE NOTES

This simulation uses paddle number two or the up-down position of a joystick. The program checks the paddle or joystick positions and determines the position of the laser cannon on the screen. Either of the paddle buttons will fire the laser cannons.

KEYBOARD ARCADE NOTES

Initially, the game is set to play a keyboard arcade until changed by the players. During battle any of the movements or firing keys are self-repeating. They will repeat until you press another key.

COMMAND DESCRIPTIONS

A **Arcade switch**—This command flips the switch the opposite way then displays the status of the switch. When a battle occurs, if the switch is "on" the battle is fought using the game paddles or joystick. (See "Arcade Commands.") If "off", the computer will determine who won the battle and display the appropriate message.

B **Base change**—This command will change your base for you when your current base has only one ship left. A list of options appears which tells you to which planets in that system you can transfer, the surrounding star systems that have been explored and your option to teleport to another planet you control.

Commands

A list of commands and their descriptions follow:

Execution Commands	
Command	**Action**
A	Arcade switch
B	Base change
C	Catalog planet data
D	Down (conditional warp move)
E	East (conditional warp move)
F	File the game
G	Galaxy mapping
H	Halt the game
I	Interstellar move (absolute)
J	Joystick or paddle controlled arcade
K	Keyboard controlled arcade
L	Level change
M	Move to a planet (absolute)
N	North (conditional warp move)
O	Operate local scanners
P	Planet transfer (ships only)
R	Request computer's move
S	South (conditional warp move)
T	Transfer by warp (ships only)
U	Up (conditional warp move)
V	Verify planets controlled screen
W	West (conditional warp move)
X	Exit the game
1–8	Move to planet (conditional)
*	Next player
?	Help Screen

Note: You lose control of your old base and the remainder of your turn.

If you transfer to a known star and the planet you attempt to land on is controlled by another player, a battle will ensue. Thus your trusty computer safely excludes star systems under complete control of your opponents from the list of options.

If you choose the teleport option, you transfer only yourself to a new command ship on a different planet you control. The computer determines where this is. Your former command ship remains behind. (In the high level game the teleport option is not available.)

C   **Catalog planet data** — Using this command enables you to list information about the star system where you are currently based. This option lists who controls which planets and how many ships you have stationed on the planets you control.

D   **Down** — Travel direction when warping through the galaxy. A conditional move command. (See "Moving Ships" and "Warp directions.")

E   **East** — Travel direction when warping through the galaxy. A conditional move command. (See "Moving Ships" and "Warp Directions.")

F   **File the game** — This command allows you to save the game and continue it at some other time. Subcommands are:

A-Z	File append characters
0-9	File append characters
/	Change slot and drive
@	Delete a saved file or score
<RETURN>	Diskette caltlog

The append character identifies the file. If that file already exists, you'll get an error message and a chance to try again.

After saving the game, you will be asked if you wish to end the game. (See command "X".)

The DOS (disk operating system) used in this game is a modified DOS 3.3. Files can be saved on the game diskette. To remove unwanted files and scores use the delete option [9].

G   **Galaxy mapping** — This command displays a global galaxy scan. Your base is at the center of the screen and the galaxy shown is relative to your position.

The global galaxy map displays in 3D all the stars that can be displayed, limited only by the size of the screen.

H   **Halt the game** — This command allows you to freeze the game to take a break.

Note: At the higher level, the planets stop orbiting but the player timer does not stop decrementing.

I   **Interstellar move** — This command gives you the option of changing your base as you move ships. An absolute move command. (See "Moving Ships" and "Warp Directions.")

J   **Joystick** — This command sets the arcade switch to allow laser cannon control to the joystick or paddle.(See "Game Paddle Notes.")

K   **Keyboard** — This command sets the arcade switch to allow laser cannon control to the keyboard. (See "Arcade Commands.")

L   **Level change**—This key flips the level switch to the opposite of its current setting to either draw or not draw the orbital paths of the planets.
      Note: If the higher level is selected at the beginning of the game, this command is ignored during play.

M   **Interplanetary move**—This command gives you the option of changing your base as you move ships. An absolute move command. (See "Moving Ships" and "Warp Directions.")

N   **North**—Travel direction when warping through the galaxy. A conditional move command. (See "Moving Ships" and "Warp Directions.")

O   **Operate local scan**—The local scan displays investigated stars in the immediate area (the first star system gravitationally detected in that general direction) and lets you know whether the system is controlled by an opponent. (Through your computer, naturally.) Your base is at the center of the screen and the galaxy shown is relative to your position.

P   **Planet transfer**—This command allows movement of ships to a planet only, your base doesn't change. (See "Moving Ships" and "Warp Directions.")

R   **Request computer's move**—This command will allow the computer to determine what move to make and tries to complete that move. After it moves your ships or begins a battle, control reverts back to you.

S   **South**—Travel direction when warping through the galaxy. A conditionsl move command. (See "Moving Ships" and "Warp Directions.")

T   **Transfer by warp**—This command allows movement of ships to a new star only, your base doesn't change. (See "Moving Ships" and "Warp Directions.")

U   **Up**—Travel direction when warping through the galaxy. A conditional move command. (See "Moving Ships" and "Warp Directions.")

V   **Verify planets controlled**—This command displays a screen which lists all the star systems, their names and orbiting planets. The length of a highlighted bar next to the star system indicates the number of planets in that system. If a number "2", for example, appears within this bar it indicates that planet number 2 is under your control. An asterisk (*) will appear if a planet is controlled by your opponent, only if you've elected to conquer all of the star systems (selected at the beginning of the game).

W   **West**—Travel direction when warping through the galaxy. A conditional move command. (See "Moving Ships" and "Warp Directions.")

X   **Exit the game**—This command allows you to end the game gracefully. (The reset puts you back into the game.)

1-8   **Move to planet**—Travel to the planet using impulse power, if within range. (See "Moving Ships" and "Interplanetary Travel.")

*   **Next player**—Using this command enables the next player to take their turn.

?   **Help screen**—This key displays a list on the screen of command codes.

Arcade Commands

Command	Action
ESC	End (abort) the attack
E	End arcade battle
H	Halt the battle (temporary)
S	Sound switch
?	Help screen
J	Joystick or paddles
K	Keyboard
X	Up cannon, left hand
Z	Down cannon, left hand
.	Up cannon, right hand
,	Down cannon, right hand
Space bar	Fire cannons

ESC **End (abort) the attack** — This command ends the battle. The attacker keeps any ships left after aborting as does the defender. The defender retains control of the planet.

E **End arcade battle** — This command ends the arcade battle and allows the computer to determine who will win or lose.

S **Sound switch** — This command flips the switch that controls the sound from on to off or from off to on.

? **Help screen** — This command displays a screen listing all the arcade options. Note: This command halts the battle without the possibility of timeout.

J **Joystick or paddles** — Allows you to fight your battles using the joystick or paddles. (See "Game Paddle Notes.")

K **Keyboard** — Allows you to fight your battles with the keyboard. (See "Game Paddle Notes.")

X **Up cannon (left hand)** — In the keyboard arcade, this command moves the laser cannons up. (See "Keyboard Arcade Notes.")

Z **Down cannon (left hand)** — In the keyboard arcade, this command moves the laser cannons down. (See "Keyboard Arcade Notes.")

. **Up cannon (right hand)** — Same as "X".

, **Down cannon (right hand)** — Same as "Z".

Space **Fire cannons** — Fires the cannons in either keyboard or joystick/paddle mode.
bar (See "Keyboard Arcade Notes.")

SUMMARY

These are only a few tactics and rules for running this simulation. There are many more strategies (and a few more surprises) to be discovered. The possibilities are unlimited. Explore different avenues and enjoy!!